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JUNE 1997

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COVER TAPE

EXTREME MASSIVE PREVIEW

**A beer that gives a
kick up the bot?**

PLUS!!
FIRST PREVIEW
of *System 3*
Furlooshan's boy-
chessbook

I PLAY 3D SOCCER ★

★ BATT BEALS ★

★ STAY CONTROL ★

LOTUS 3000 16MB ★

**AND SO MANY OTHERS
YOU MAY EXPLODE!**

AND I G. BECAME TO FEEL
THE OTHER SIDE OF THE
MOUNTAIN. I WAS BEING
AND A FEELING OF CLASH
BUT I WASN'T WAS UNIMPORTANT
FOR WHEN THE TAP WAS MEANT
WELL, AND THE CRAPPY FORM
AND BECAUSE ALL BEING AND SENT
WE ARE NOT INTO A STRUGGLE
A NIGHT WITHOUT STOP
AND HE STAMPER BACK TO THE MOUNTAIN
AND BECAUSE INTO THE MOUNTAIN
"THE LINE A SAFE MOUNTAIN
WE WERE GOING TO HAVE A FIGHT
AT THE MOUNTAIN AND BECAUSE AND
AND BECAUSE THE MOUNTAIN
A FEELING OF CLASH
A FEELING OF CLASH

ON THE EAST SIDE, BEIN' SPLASHED WITH TAP WATER
WASN'T NEARLY AS FUN AS BEIN' SHOWERED WITH HOT WATER.



PLUS – LOADS AND LOADS OF COMPOS ... ➡➡

Skull & Crossbones



and there on my forward mast! Be sure to pass your anchorhead on a headstrong battle to the death with the *Lost Scurvy* and her landlubber.

Find the *Jolly Roger* and set sail through strange and exotic lands with your old-fashioned Red Dog and Old Eye. Beggars they may be, but trust them not... Beggars have their reward, but not the spoils of your booty.

Skull & Crossbones is the most blood-sucking arcade game on the market - not the least because it *Blows Away* your ship out from beneath the feet of Red Dog's opponents, and you win! **AAARRGH!** it's just disappearing!

There's treasure, pearls, gold and booty waiting to be captured and plundered... to be stolen!

It's a rough and dirty job... and we all want to do it!

MORE RAUCOUS THAN BARBARIAN! MORE BLOODY THAN PRINCE OF PERSIA. MORE LAUGHABLE THAN NEW FRONTIERS!

Get a move... but don't forget that it does have good music!

TENGEN

The Name is Game-Op Conventions

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DOMARK

0 TALES

FROM THE SCRIPT (p24)
Loads of film-type gossip and piles of vids to be won
Dave Hughes certainly knows how to get 'em!



ECTS SPESH (p40) - Just what is Jeremy Beadle doing with a copy of YC? Did Beverly just ask him to write moody or what?



0 TURBOCHARGE (p55) - Has the man within the ultimate C64 drive 'em up? YC takes a look at System 3's news.



0 DATA (p6) - Mirror, mirror on the wall, who's the greatest of them all? Captain Planet, Bumblebees and The Turtles slug it out.



0 COMPUTER BOFFO (p43) - What do these people have in common? Have they all had a brain transplant? Did they all go on holiday to the same villa in Spain? All is revealed on page 42.

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DATA

THE GREEN

PEOPLE - THE
LIVE ACTION TEAM

Cook, suspense reporter Chris Payne of Fun
School Fairs to the RSPOT (Gravely to Teddie?)
Hang on, repeat the ladder to the RSPOT?
(Gravely to Chris Payne) instead?

PUTTY IN
YOUR HANDS

All that Ninja bashing has made
System 3 go a bit soft in the
head? Putty is the latest
original game to come from
those misers of the Q&A. It's as
original that David Lynch could
have written it. You play a big
and bouncy ball of putty and
have to stretch your gooey self
through a weird and wonderful
world keeping yourself soft and
pliable and caring for a bunch of
friendly robots who are building
a skyscraper to take you back
home to 'Putty Moon', before
the rest of your putty people are
strapped to earth as buildings.
It's sure to stretch the
imagination and once you've
poked it up you'll not gonna be
able to put it down.

TEN GAMES YC READERS MIGHT FIND GROWING IN THEIR GARDEN

- | | |
|----------------------------------------------|-----------------------------------|
| 1. Dusty of Thunder - Mindscape | 6. Weed Warriors - Rainbird |
| 2. World Buttercup Soccer - Virgin Games | 7. Rowabusters - U.S. Men-Gold |
| 3. NARC-issus - Ocean | 8. Last Ninja 2-Up - System Time |
| 4. The Venus Fly Trap With Loved Me - Comark | 9. Gardenline Game - Virgin Games |
| 5. Saint SnapDragon - Storm | 10. Pungy - Ocean |

ON THE SPOT, YOU'VE
EITHER GOT IT OR
YOU'VE NOT

Get into practice for Computer Buff!

1. What do APB, Dragon Spirit & Topalis have in common?
2. What did Rainbow, Firebird and Silverbird all have in common?
3. What have Revenge of Doh, Bateria and Krypton Egg got in common?

Answers: 1. They're all
arcade-style games. 2. They're all
arcade-style games. 3. They're all
arcade-style games.

TEN GREEN THINGS YOU
LUV TO HATE

1. Fairy Liquid (when it's your turn to wash up)
2. Coming to the end of a chocolate-spread sandwich and finding mouldy crusts
3. Lime Green Spangles
4. Begins that hang down on your first date
5. Kenneth the Frog entertainer turning up at your party when you expected He-Man
6. Killer Cheese Playin' from hell
7. Mums making you eat your greens cos it supposedly makes your hair cut?
8. The dayglow green streak your mum bought you in '81
9. McCain apple Hero Turtle pizza cos they make your pizza turn green
10. Mushy peas cos they make you fart

WITH BEVY BABES

SCENE — CAN YOU DIG IT!

**BATTERHEADS****Green Factor** - 5

Green is colour, but unfortunately they're a bit too careless about leaving the odd stick or dead person lying around and with names like Jax, Phelix and Rush they are certainly not into healthy eating.

Hardness - 50

Hard? They're damn hard! I mean, not kind of bary goes around wearing knuckledusters on their kness and beating the hell out of their intention with large sticks.

Sexiness - 10

End of last century are so demagog mean they make the toxic/ pox drop, they deserve a gold medal.

Popularity - 4

Batter who? Not exactly a name that sticks off the tongue of any 8 year old! However apart from already being a huge success on the Nintendo, rumour has it that Marsell has expressed an interest. Oh, and our Jeffrey thinks they're rather spiffy (not much to ring home about).

Morality - 0

My Mom always taught me not to hit people, who annoyed me - especially not with dirty green big sticks or dead buddies. Sounds to me like the loads just pick fight!

Total 24

AND IN THE GREEN CORNER . . .

Mars! Mars! in the Wall, who's the Greenest of them All!

BATTERHEADS from Orion vs **CAPTAIN PLANET** from Mindscape vs **TURTLES 2** from Miramax

TURTLES 2**Green Factor** - 7

Not green, not too headbally knock up big colour. The mutants of New York are hardly the reason of places to hang out - if even they could have cleaned them up a bit, put the empty pizza boxes out to the rear problem, they would live their to live back recycling plant!

Hardness - 0

Green rely who modern is can do with a change. However only baby names like Raphael and Michelangelo take point of their street cred.

Sexiness - 10

Shredder, Bebop and Rocksteady are hardly the kind of people you'd want to see on Sunday tea.

Popularity - 0

Don't ask me why but you know. Based on my more than 1000 Digs, Captain Planet is quite a stockbuster film, pencil cases, T-shirts, lunch boxes, ... (nips - 10)

Morality - 0

Dear MAM: My 3 year old son got this book. It says "Down a chain they give up and easily manipulate before they become a crime, seeking for brother's love. He said he felt it. I think ... yes, yes, yes, I agree with you Mrs Winge.

Total - 20**CAPTAIN PLANET & THE PLANETEERS****Green Factor** - 10

This one is so green, I can't imagine Green planet is like the world! We Live Sustainably (green planet).

Hardness - 3

Come on man that water knocking in broad daylight and have kids with water than with non-biological elements and magic powers in their gang actually. Schwabinger and they're completely should fight me to the police!

Sexiness - 0

A pig with wings! The earth's broken who pollute, destroy, murder and a real scientist! To destroy the planet, and a naughty bunch of people, they they forgot Shred's 5 Thumbs! I'm going to show them hell!

Popularity - 10

They're pulling in over million more copies than the Turtles in America and are having their own series on TV and. The second Popularity, respect to the other films it should occur into the country.

Morality - 10

With a 30-second eco message that's worth repeating, parents will have peace of mind, if the rest is.

Total 41 - The Winner



MAN UNITED ENTER EUROPE!

This season's offering from the Knave's stadium in Manchester United Europe and it was you, dear gameplayers who helped to improve on the original, which in fact sold a staggering 115,000 copies. Those sensible Knave's people read the criticisms and ideas from over 2,000 letters, mixed them all together and

hey presto have come up with their edition of the best football game ever, including full goal keeper control, and a four player option and the chance to play in any European competition! It's sure to score more than a goal or two in the market especially if they win the championship!

EXCELLENT NEWS FOR ACCOLADE DUDES

Those good dudes of Accolade have signed up the exclusive rights to market and distribute Capstone products, which means that multi-million blockbusters such as Home Alone and Bill and Ted's Excellent Adventure will now be able to appear on your computer as well as on some pretentious, sch American's Bill and Ted were those lovable 'hey man!' dudes who suddenly found history interesting when they adopted a telephone box to get them back and forth through time

thus passing their history assignment and receiving their diplomas to keep Nelson's coat and head's hanging proud! The computer game promises to be a cool cookie.

Home Alone starred the equally cute Macaulay Culkin left at home accidentally on purpose by his parents to make a multi-million blockbuster, oh and to put off unwanted burglars. Hopefully Accolade won't be paying the 4 million, like they've asked for acting in the sequel!

Oh no clever and sporty programming chaps are much cleverer now and you'll be able to have graphically spiffy backdrops, items in all shapes and sizes and not forgetting cover being invaded by flying saucers, for your viewing. Also thanks to the invention of Chevrolet and cover-up sticks, spots are no longer a problem!

GET YOUR HANDS AROUND THIS!

Are you playing comfortably, then it's time to try the Magic 3 a brand new, the Magic 3 is quoted as being the 'most comfortable joystick in the world'. According to the Company, when buying a joystick, above all you go for good looks, responsiveness and comfort, be like a new girlfriend really.

Apart from looking like an escapee from the planet Zorg, it is ergonomically designed with you in mind with a choice of 3 perfectly positioned fire buttons, or no

the YG delivery would put it, you can really get your hands around it and have a good game of BMW Golf or the chance of buying the stick stick in your shops now priced at £12.99 or £14.99 for software.



RECAP

Remember the good old days when games went 'bep-bop' and 'jup-jup', well needless to say cheers with the news that Domark have signed up Super Space Invaders III, the winning team-up for Tetris at the ATE this year. You'll be relieved to find out that those

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T H E S Y S



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As Europe's most innovative C64 games publishers, Systems 3 are now pleased to present you, our first compilation: **THE SYSTEM 3 PREMIER COLLECTION**. Packed about 4 product compartments, this official System 3 PREMIER COLLECTION has 4 amazing games. This "big-pack" is full to the brim with varied gameplay, stunning graphics and undoubtedly, the best ever formula for arcade adventure games. These titles have all in the past received some of the "best reviews, always rated in the 10's from leading magazines such as "Zzap!", "Commodore Format", "Real Commodore", and "Computer and Video Games".

AMIR: "Voice of game of the year" and "best 8-bit graphics", pure class - not to be missed.
LAST NINJA: "The 'Last Ninja' series of games have quite simply become the most successful and most talked about games on the C64 winning awards worldwide. 'Last Ninja' set new standards for C64 games and left the foundations for the 'greatest village of games ever to touch the C64'.



Amiga 1.20 version



Amiga 1.20 version



Commodore 64 1.20 version



Commodore 64 1.20 version



Amiga 1.20 version



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S T E M 3

MILLER

SECTION

ix Pack

(Cassette). £19.99 (Disk).

Commodore®

C64

NINJA: A sequel to the world famous "Last Ninja" proved to be one of the best original games ever on the C64.

PLUMBO'S QUEST: The top selling title on the C64 last Summer, Plumbo provides humour and mass appeal to both young and old in this "pick up and play" role playing game.

COMBATRON: Computer and Video Games said, "Believable format... If you're a

hardcore close, cut up warrior, Combatron is a game to wow the shelves for."

THE QUEST: The first ever British game to get number one in the American charts. Experience a multitude of various fantasy worlds in one FANTASY RPG compilation.

Take a trip into the System 3 experience.

The journey is magical, the results real value for money.



NINJA

PLUMBO'S QUEST

COMBATRON

THE QUEST



EXTREME

If something you thought you'd lost 2000 years ago suddenly came back and began to self-destruct you'd be a bit concerned, wouldn't you. Jeff Davy helps the Earth tackle just such an extreme-ly big problem.

Power 10 was a deep space probe (oo-er) launched in 1973. It was sent a very long way away: Past Jupiter, past Pluto, past the Oort's Islands, even. And now (now being the operative word if you happen to live in 2021, anyway) it's back - like a rather

hermaphrodite made from upper-part human (and very muscular at that) and lower part robot, with lots of gleaming metal, smooth-muscle legs and a massive rocket pack on his back. With a very suspect-looking gun,



diminish rather pronto.

At the other end is this little crystal ball pops up and has to be half encouraged and half followed (you have to do one the same for it to move) to a sort of crystal plug point, at which point it's briefly half and onto the next level. Watch the clocks, am I happy about

in the past office you'd probably be out away for a rather long time - without your CMT, probably. You'd also be half-pushed to find a laser-death emitting future-weapon to use in the past office. Although I know someone who may have something, if you have the cash - strictly cash.

But I digress. Level two is an underground-oh! Surprisingly, you don't go rusty. Maybe you're made out of the same stuff as the



impotent spot or an inverted relative.

But only that but it's been particularly made and has come back with an alien spaceship which didn't wipe it a feet on the way down and which crashed. Talk. What a mess. As if to tell the unfortunate home (at 6666 of that, eh?), the alien ship is about to explode.

Remarkably, the only person who can save the Earth from exploding into so many parts is it's assemble a series of 'Thin Pizzas' is you. And you just happen to be a rather fierce humanoid. A

So off you storm into three levels and deep inside the alien craft.

Humanoid is in a small and odd bath. Control. From your negotiation platform you have to travel (you get your huge back light, for the level it's a tank truck). GAT's and fly from one side of the burning level to the other (batteries taking a well-controlled trip through a window in an acid bath - it moves along like a lift - in which you have to avoid running into the sides, or your energy level will begin to



blew. And they bump into you the old people in the Post Office. Except in Extreme you get points for shooting the aliens. If you shoot old people

stick trying pens. You get to 'shoot' about and find the next object to get you to the following level. This one is a bit of trouble. That's not to



say the first wasn't a bit of trouble, but this one's quite different.

French restaurant, for the third and final level. What do you mean "Only three levels?" It's hard enough to complete them without more of 'em.

For the second, the hammers stomps over the landscape, sweeping things with plasma beams and bits of laser light destruction. This is really mean, and there are more bosses to kill. But your weapons should be able to handle it. Let 'em have it!

Someone is bothered for a while at Enigma Variations here. Extreme (preview version) is generally a really good game. Best of half puzzle-half-shoot. And sometimes ALL shoot!

The graphics are round and sweet at times, as well as appearing futuristic at others, although the sound doesn't quite match. No blurring, either. Sure, anyway.

Extreme looks to be Digital Integration's strangest release yet. If they stick to arcade action as intriguing as this, they may never need to release another tight 'em up again.



CREDIT CARD

NAME: Extreme
SUPPLIER: Digital Integration
PRICE: £8.95 Tape, £12.95 Disk
RELEASE DATE: Quite soon, as it goes

HOW EXTREME IS LINKED TO THE FAMOUS FIVE (PERHAPS):

(Don Enigma Variations programmed the C&A version of both detective novels)

1. Extreme sounds rather like 'Ice Cream', which the Famous Five love.
2. Acid baths, like the one in Detective, are fiery - just like ginger beer.
3. Both games take place on Earth (Joking, huh?)
4. The word 'Enigma' is rather like 'End', as in End Byron who wrote the Famous Five books.
5. The power crystal in the first level "follows you like a dog". Like Timmy, the Famous Five's dog, perhaps?
6. Both games are ripping good yarns.
7. If you buy both games, Enigma Variations will be collaborating with 'ice and sweets and luscious of ginger beer'.
8. Humm?



© The first time I encountered an acid bath (but this was during the 'Missing Detective Woman' mystery)



© Help! Somebody is trapped in it this rather fascinating, but ridiculously small, glass, glass machine.



WINNING

As Jeff Dawy found out, this compilation is just like 'Jim'll Fixit'. You can be a Footballer or a Police Officer or a Tank Driver or a Space Adventurer or... or... and all without that annoying QAP with a cigar.

Truly Danmarks are very nice people. They, very nice people, at last! They've showed two quite splendid games all in one box and sold it for the price of one-and-a-half!

KLAX

Possibly the most flexibly additive puzzle games of 1985, this one Little blocks come down five times and must be caught on a platform at the end which you control. You then dump the blocks into piles at the bottom and, if you get them in a particular pattern (row, block, etc.), you get points and it's onto the next level.

Sounds simple? Ha, ha!

A.P.B.

A Policeman's life is not a happy life (happy one) hey!

in this rather poor conversion of a classically funny and playable arcade game, anyway...

Officer Bob is a man with a quota. He has to catch a certain amount of criminals each day and get back to the Police Station before the time runs out. This he does by speeding about town in his rather noisy police car, pulling over drug pushers and other buggs.

The shame is that what was very amusing in the arcade is tired and uninteresting on the 88 - little music, bad controls, very sad

CYBERBALL

The C64 version of Cyberball never found its way to full release so this is its last public seeing its basic premise is American Football - with robots. The robots can be guided by the player and set to pre-set American Football-style 'plays'.

Compared to other versions, it's a bit slow but apart from that, quite fun.

VINDICATORS

I like nothing more than to get tanked up, on, up and on, in a tank. And there are some pretty sweet and not to mention other nifty tanks involved. They've got delay little tank tracks too, astounding little little tanks and a whole heap of opponents ranged against them.

Two players can go.



ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

The game that I thought was about to be one of the strongest items out to be, um, one of the weakest!

The scenario is a hilarious B-movie speech. A tale of human prisoners forced to slave for evil robot overlords. You play a hero and have to run around 3D-styled and moving chained and hapless humans and running from robot lockys which plough menacingly towards you - in droves.

Later you journey through maze-like bonus sections and adorable monster-confrontation.

Of the lot, my only real gripe tells me Escape from the Planet of the Robot Monsters which is by no means very good but is certainly not as boring as it should have been.

On other versions (atop meaning, other computers exist - and the arcade machine is meant to be what the game is imitating) the graphics are sweet and cartoon-like. On the C64



tanking at the same time in their arcade-style dingy-looking machine above but quite 3D hardware and the point is to feed a key and finish the level, pulverising all the other tanks and picking up gold stars and making sure not to mistakenly explode.



GEM'X

ビュッ!

AMIGA / ATARI
got

OFFICIAL
HOME
VERSION



Are you ready to take on KIM and her friends in this unique game of strategy and skill?

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OOZIN' EUGENE'S SCUM OF THE EARTH



Oozin' Eugene's come over all strange, readers, he's suddenly started being . . . nice. It must be something he ate. Blarugh! Let's hope it doesn't last for long!

David Yu strikes back with tips and passwords for several releases beginning with this food-fitting game

PRO BOXING

Mid Motion - Ig Password
Steady Eddie - Perry
Ding Larry - Tison
Fast Freddie - David
Rabbit Haze - Lashly
Deadly Dan - Urien

OPERATION THUNDERBOLT

Press F1 and then RUNSTOP to quit. Then don't miss the tape when it tells you to Press play and the next level should load.

PLATOON

In this tutorial it tells you to move to side B. Press the button and the angle should load straight away.

SUMMER CAMP

Here's a cheat for Summer Camp from Adam Thomson, Redwell, Northants. To get an extra mouse-type celebrity. Also press RUNSTOP to get more bullets. Adam finishes with a few hints. If there's a snail and some food get the snail; you may need the food later. You may have to stand on the food to get the snail.

Try all directions. Great legends kill you. Thanks Adam - loved the puzzle of the orange cat.

WABBIT [YC TAPE GAME]

Startin [my mind] Callan has a few tips for Wabbit, our MC tape game. Whilst playing the game press the RUNSTOP key to advance to any level.

Ian Gordon of Huddell, North has a few tips for Cabal and New Zealand Story

CABAL

From Ian Gordon

"On Cabal when you get to the second level after you've lost all of your lives don't miss the tape just press play and press and key to load the next level."

NEW ZEALAND STORY

It's Ian Gordon again.

"On New Zealand Story when you get to level 8-2 grab a balloon and go up as far as possible then get off and go left and get on another balloon and go to the left-hand corner. Get off on that little ledge and keep jumping up. You should jump into the water again and then all you have to do is swim right and down then you have to rescue your little baby friend."

THUNDER BLADE

Musto thanks to Alex Wilson if I can decipher the writing for the Thunder Blade hints

Level One

"On the overland bit go as high as you can go. You can just go over the buildings on the right. On the straight ahead building stay just over the bottom part of the screen then you can hit the tank and planes. When there is a building in front of you go

diagonally upwards. On the ship bits go from left to right."

RICK DANGEROUS 1

Stephen Lay has help for Computer games with no reset switch. "On high score table type PLUPOMATIC BROODINGS. Then press down the left hand keys to load any level, then press No 2 at any time during the game for lives and ammo. Use this as many times as you like."

POKES

Lots of exciting cartridge pokes from a pretty exciting accuracy. & Edward - what's next, Ted?

1942

Lives
POKE 0830, 181

5th GEAR

Time
POKE 82704, 173
Lives
POKE 18171, 173
Ammunition
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BLUE MAX

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BUBBLE BOBBLE

Lives
POKE 1340, 181

CRYSTAL CASTLES

Lives
POKE 47504, 165

DONKEY KONG

Lives
POKE 44037, 173

DRAGON'S LAIR

Lives
POKE 4358, 165

GALAXY 9 BRIDE

Lives
POKE 10805, 173

SHOULDS HOGSHOTS

Lives
POKE 10795, 165
Time
POKE 10890, 165

OUT2

Lives
POKE 48372, 165
Map Time
POKE 65495, 0

HUNTER'S MOON

Lives
POKE 8165, 165

JACK THE HENPER 2

Lives
POKE 8165, 165

MORTY PYTHON

Lives
POKE 1802, 173

RAINBOW ISLANDS

Lives
POKE 20038, 181

SPLIT PERSONALITIES

Lives
POKE 7034, 173

TOOBIE

Lives
POKE 20806, 181
Ammunition
POKE 31728, 181

TURRICAN

Weapons
POKE 15585, 0
Dynamite
POKE 4183, 173

VIDEO WEASELS

Lives
POKE 32782, 173

Pokes gather from The Source.

AFTERBURNER

Lives
POKE 4065, 173

CHASE HQ

Lives
POKE 38702, 173

CREATURES

Shells
POKE 44168, 173

DYNASTY WARS

Credits
POKE 43304, 173

OLDEN AXE

Lives
Enter on every level or pause the game and then press the "+" key it will load the next level
POKE 13164, 173

RASTAN

Lives
POKE 31463, 173

SEAWORM

NO. 1000000
POKE 32302, 173

ST. DRAGON

Lives
POKE 14088, 173

GHOSTS 'N Goblins

Lives
POKE 2385, 173
Time
POKE 26010, 0

MEGA-FRIENDS FROM HELL

The high scores:-

Dear Ocean Experts,
The high scores in YG April '91 are and here are my own
Turmoil 2-2 (completed)
Klax Wave 31 (level 30 Waves)
P8 Stunt Car Racer - Super Car 4
Grant O'Brien, Glasgow

Freezeas Green, Kix scores but watch ya lip - or I might remove it

Creations
3170 (level 2 3) Stefan Calver

Galman the Movie
582,120 (completed) Stefan Calver

Turbo Galman
12,463,100 (completed) Stefan Calver

Ghousteria
266,190 Stefan Calver

Tenage Mutant Hero Turtles
2782 (completed) Stefan Calver

Golden Axe (level 5)
Stefan Calver

Pipemania
240620 (level 32) Richard Herbert

Island Dreams
100% completed Richard Herbert

Wonderboy
327588 (level 3 round 4) Richard Herbert

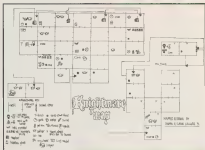


TOTAL RECALL

Stephen Callahan's at it again. Get a high score and enter your name as **LINE STILL GOES ON**. The banner will flash while the game waits with F1 and press the left arrow key to advance a level. When the **GGP LEVEL** message appears, press F1 to play that level or the left arrow key to load the next level.

BUSHIDO

These maps of **Bushido** came from Stephen Alcock of Grahamstown, South Africa - who wins a **tenner**.



MAGICLAND DIZZY

A magic solution from Derek Pyne, my man from Rillway in Ireland - who wins a **tenner**.

Go left, get back door key. Get past check and drop key at door. Go upstairs and get powerpill. Get handle also and go to the left side of the wall, to wind up bucket. Kill the ghosts with powerpill and go to hot water payser and fill bucket with hot water. Drop bucket of burn grove and go to tower with a wire. Jump across clouds and get stick in the screen. Go up to next screen and jump up to top of the manolith to get black cat. Jump up to wind herge and get dagger. Go to goth and cut rope with dagger and hit him with stick. Go back to volcano and pick up the drink me potion. Then get the bucket of hot water and gold cross and go to Geralt in the ice cube. Drop bucket of hot water on left and then keep going down to Ice Palace. Pick up the burning torch on the right and open secret door. Go to Dory and give her the drink me potion. Go back up and get the personal stam. Go up to land and give her stam. Take magic flute and go down to cut down the wall. Play flute at the diamond to get past the rat. Get sticky glove and magic lamp and drop lamp on Dory. Then get black cat and torch and give to Glenda the witch. Then cut a leaf off Dylan and get the poisonous apple and give both to Glenda.

Take the water killer she gives you and free Dylan with it. Push up Dory and give to prince charming. Then go to escalator and pick up with sticky glove. Go to mirror land and get past queen with escalator. Free Glend Dory and get past check over volcano in his. Get ladder off the Dory and go to Zaka castle. Kill Zaka and take ring to Devil. Then throw it into Hades and cross in the screen on the left.



WINGERS' CORNER

A colourful place it was coloured in with left left from - actually we lost your name, score - to its chest on Pind's quest, Bismarck and Creatures (press out the jokers)

Strike Callers needs help on Hammerhead (chest mode or infinite energy poke with 575 number) New Zealand Story (see elsewhere for help) (Strike) (chestmode or unlimited lives poke with 575 number) (Strike)

Intense lineless poke with 575 number or chestmode: Fantasy World Darts (chestmode or poke with 575 number for unlimited lives)

Mark Lawrence needs some serious help with a hell of a lot of games (joke break): Cyberoad 1 & 2, Blazing Thunder, Typhoon, R-Type, Breakthru, Chase HQ, Xeno, Killzone, Gemini Wing, Lord of the Rings, Epsilon and Stormlord

That's your lot, you rabbit! By the way, the art dept. asked me to ask you to try your magic in rather than do there in peace - 'cos they can't print them if they're too faint. To, if you've got any ideas on how to make this column even better don't hesitate to get in touch with me at the usual address. Hang loose...

Send your cheats, high scores, wins to, Doctor Eugene, PO, 30 Potters Lane, Kite Farm, Milton Keynes, MK11 3NF.

Three games typed by Tim Sontag

GHOULS 'N' GHOSTS

Type in WGAN RLFD when the scoreboard comes up, when you die, and pressing 0 while playing will allow you to skip the present level. Also, when you lose your amount, pressing A will give it back

MIDNIGHT RESISTANCE

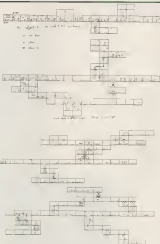
Type in 5AMRSE on the title screen. When you play you should have infinite lives. If this does not work type in 5AMRSE on the scoreboard

ROBOCOP

On the title screen of level 1 type in SURGEHEAD. It will load the next level. On the title screen of level 2 type in DISAPPOINTED and the final level will load. Also during the game on level 1 pressing FIGHT all together lets you fly.

RAINBOW CHASER

These maps for Rainbow Chaser came from Jason Ozer who I'll be kind enough to give another center



ON THE TAPE

One whole full game by our resident programmer, a playable adventure demo and an exclusive level of a quiz game. You readers don't know you're born!

THE CONTENTS

- Side A:** Dip Diver - Arcade Action Game
- Side B:** Double Dare - Exclusive Level
- Famous Five - Playable Demo**

very self-indulgent manner ON the sea, whereas you don't when you're UNDER the sea. So there you go.

Anyways, you play a diver who has stumbled across a whole load of squiddy treasure and who would like nothing more than to make off with it pretty quick before anyone else comes along, like the person who left it there in the first place. So you have to negotiate the tortuous rock passages and collect all the flashing treasure objects.

Unfortunately, there are lots of creatures lurking

around these caverns and they're not too nice to touch. They won't go far your throat but you'll die if you touch them. And you can't shoot in this game, you have to use your teeth and wits to avoid them.

You also have to avoid the rock walls which are rather sharp and will kill you off and take food off your bar which is constantly losing downwards. If you run out of air - you die. Simple, huh? But you can save yourself by tapping your compass up in the special Air Reserve dotted about the place.

The controls are the even-so-standard normal directions (including diagonals) and Run/stop pauses the game.

So dive in and let rip!



DOUBLE DARE

Programmer: Osamu Development

Type: Playable demo - Quiz/Action Game

Controls: Joystick in port 1 (for manual control)

Come on, you've all watched Double Dare on TV, haven't you? You might think it good or bad but you all watch just to see people get covered in gunge. Go on, admit it!

But seriously, whether you do or not, you can now play the C64 version of the exciting quiz game. It's a panel quiz - that doesn't mean lots of complicated iron gates asked questions, that means a group of people play and answer - in which you can play against either a friend or a computer. It's got several puzzles of skill and dexterity, which are called 'Challenges', and they help you increase your score and keep control of the board. You will be asked questions until you answer wrongly or fail a challenge, then the questions will be given to the other team until they fail to answer or fail a challenge.

If you win the quiz game you will take on the Double Dare mascot costume but watch out for the gunge tank and hurry up! There's a strict time limit.

HOW TO PLAY

The game begins with an on-screen representation of two opposing teams (red and yellow) and the quizmaster. You are then asked by the quizmaster if you want to load



DIP DIVER

Programmer: Richard Taylor
Type: Complete game - Arcade Action
Controls: Joystick

YC's very own programmer-and-artist Richard Taylor has come up with an excellent underwater wobbler of a game this month. It goes under the casual name of Dip Diver and is set deep beneath the sea, which is better than a game set on the sea, because you do tend to sink up and down in a

the entire set of questions supplied with the tape. After this, you are asked to select either joystick or keyboard control and for player two you will be given the option to play against a friend or a computer opponent. The computer opponent has a fair degree of intelligence in certain fields of knowledge, so it is important to try to keep it in control of the board.

When play commences, the red token always starts. The questionnaire will ask a

FAMOUS FIVE

Programmer: Omega

Versions:

Types: Playable demo -

Adventure

Controls: Joystick - keyboard

It's the holidays and time for fun and jolly games with the Famous Five. The Five - Julian, Dick, Anne, George and Timmy the dog - are involved in mystery-solving funerals and have been invited to play with Aunt Fanny (George's Mum) on an island and what a strange



You are sitting in what looks to be the front room of a house.

GEORGE: YES. I DON'T SEE ANYTHING.



THE THREE OF THEM ARE IN A ROOM. I DON'T SEE ANYTHING.



You are standing on the platform of a train station. There is a sign on the wall.

GEORGE: YES. I DON'T SEE ANYTHING.

question and you must choose an answer from one of the three given. If you are unable to answer, you may 'Dare' the other team to answer. If the opposing team are unable to answer, they will 'Double Dare' the question back to you. You may then answer the question or undertake a 'Challenge'.

The 'Challenges' take the form of puzzles played against the clock. They are 1. Name the equivalent to form a picture of a well-known person (Jason Donovan, Madonna, David Bowie).

2. Copy an ever-increasing sequence of flashing lights.

and explosive Island II is too.

Omega Versions don't give too much away but as the whole adventure you have to solve all manner of puzzles and find treasure (eventually).

In this special version, which has a pile of locations you can visit, just to get a taste of the full game, you play ALL of the Famous Five, not all at the same time, you swap between them during the game. Apparently

one may see things different from another so it pays to swap about. The characters are as follows: Julian - is the eldest and the most intelligent. He is also quite strong. Dick - is the greediest

and thickest. He is also quite strong, but perhaps not as strong as Julian.

Anne - is the youngest. She is also the weakest and most easily scared. Anne tends to look up to Julian.

George - is the bravest and has a quick temper. She likes to be treated as if she were a boy and is the best swimmer. George can be a bit difficult at times.

Timmy - Timmy is very shy but unfortunately you don't get to play him.

It plays like a normal adventure - and if you don't know about that by now, or need more Paul Brady!

"OH NO, CAPTAIN, WE'VE GOT A TAPE PROBLEM ON THE STARBOARD BOW!"

SCENE: The Starship Enterprise is stranded in deep space, the crew members on the Bridge are facing a deep dilemma...

SCOTT: The Dilithium crystals cannot take another strain like that from the Klingons. We'll either find some way to get more power **UNUMA:** And there's a worse problem, Captain, I bought a copy of YC at Starbase 111. Since last week and the first tape on the cover won't load **KIRK:** Have you checked your Deletacorder with some other games?

UNUMA: Yes, Captain **KIRK:** And have you tried adjusting the heads on the Deletacorder?

UNUMA: Yes, Captain. I've tried everything **KIRK:** There is only one course of action open to us **Scotty:** - connect the starboard

twistler to the Dilithium crystals and start peddling Spock. And the address of Starley Precision Data Systems and load the YC cassette back across deep space at Warp 10 immediately to get a replacement **SPOCK:** That's highly illogical, Captain, but your idea just may work.

If you're having tape trouble, send your dub 'n' to: YC Tapes 18, Reform, Starley Precision Data Systems, Unit F, Cowditch Courtyard, Solihull Road, Moxon North Industrial Estate, Corby, Northants, NN17 1JL.

Julian 1
SCOTT: I wonder if that company really is run by Mr Starley Precision **KIRK:** Be quiet and keep peddling...



THE YC GOODY BAG



When you look at what we've got in the Goody Bag this issue, you'll think Christmas has come early. Godless of blagged compo prizes could be yours for the price of a stamp and we're not even getting you to answer any awkward questions!

All you have to do is send a postcard with your name, address and the NAME of the PRIZE you're after to us at **"THE YC GOODY BAG", YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

Send one postcard for each prize you want to go for. Or, if you want to enter for ALL the prizes, just send us six different postcards in one big envelope with 'LOADS&PRIZES' on it to the YC address.

5 BEST OF INDIE CASSETTES



Just to round off the indie theme, this last prize is a compilation of 22 tracks that are both stunning and slightly different to your run-of-the-mill pop music. It's got Happy Mondays, Felt, Charlatans, Inspiral Carpets, Soup Dragons and loads more... (Write "INDIE" on your card)



5 PARIS ANGELS CD'S

YC is always open to hot dance sounds and Paris Angels have just the right groove. This lot (who've almost got into the Top 40 once or twice) are on their way up. So catch 'em now - with a CD of their new single "On Yve". (Write "PARIS ANGELS" on the card)



DOODY BAG



HUGE CUT-OUT BIFFA BACON

Virgin have really excelled themselves here, they're offering a life-size cardboard cut-out Biffa Bacon, straight from the pages of *Mix*. It is modelled here by Andrew Wight from Virgin who is a very silly man indeed. If the Biffa in the pic was real, Andrew would probably have no teeth by now, for being such a soft Southern Jesus. (Write "BIFFA" on the card)



5 NEW FAST AUTOMATIC DAFFODILS 12" S

The New Fast Automatic Daffodils have a particularly silly name but their new single "Get Daffodil", isn't silly at all. In fact it's a killer of a disc. Every home should have one. (Write NEW FADS on the card)



20 NAVY SEALS POSTERS

If you've got any room left on your walls after the last poster giveaway you might like a "Navy Seal" poster to cover up embarrassing stunts or maybe just because they're rather scary. And it's so simple... (Write "NAVY SEALS POSTER" on your card)



5 NAVY SEALS CARTRIDGES

You've read the review, now we're going to give away some copies of this game-of-the-film on those exciting and spiky cartridges which plug straight into the back of your PC! (Write "NAVY SEALS GAME" on your card)

**ALL ENTRIES
SHOULD BE IN
BY
1 JULY 1991.**

INVISIBLE. SILENT. STOLEN.

THE HUNT FOR RED OCTOBER

YOU ARE IN
COMMAND IN THIS
DEADLY ACTION
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COMPUTER GAME
BASED ON THE
BLOCKBUSTER MOVIE.

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NEXT MONTH

IN THE
BESTEST 64
MAG IN THE
WHOLE WIDE
WORLD
(PERHAPS)

YC, it's a wight
wretting word

IN/ON THE NEXT YC:

ANOTHER THRILLING COVER TAPE:

Stuffed full of games and demos for your
C64.

THE FINAL HEAT OF COMPUTER BOFFO:

The Heads of Britain's games companies get hopelessly humiliated by a stream
of fiendish questions, the winner goes to the final!



PLUS: LOADS OF NEWS, REVIEWS, COMPOS, CHEATS, FEATURES AND MORE, MORE, MORE!

Y6 JULY '80 =

Better than Granny's Bingo any day, and no mistake!

OUT JUNE 28

Naturally, we don't like to promise anything about the
next YC because we just may get some even
BETTER ideas which we want to stuff into the
already bulging magazine, so we reserve
the table for 8.30, er, reserve the right
to change the content of the next
YC if we like. Happy?

Please inform me when you
receive a copy of YC for me
and my parents. I'll then fill hand
over my father's cash, pocket money
allowance to pay for it to do so, and
I'll send it to you in my only old copy magazine.

MY NAME _____

MY ADDRESS _____

Give this to your local paper shop before it blows away!

NOW IS THE TIME TO CATCH UP ON ISSUES YOU HAVE MISSED



OCTOBER 1990 £2.50
FREE TAPE - TIME MACHINE
CEMO, COMEDIES, LIBERTY



NOVEMBER 1990 £2.50
FREE TAPE - ORISTAL,
CRIMINAL WALKER, SCORPION



DECEMBER 1990 £2.50
FREE TAPE - KNIGHTMARE,
MONSTER, LINGO B + + +



JANUARY 1991 £2.50
FREE TAPE & FREE BOARD
GAME - GREAT VALUE
FROSTY THE SNOWMAN



FEBRUARY 1991 £2.50
FREE TAPE - TORNADO B
CEMO, QUACK, SAZAR,
PUNAWAY



MARCH 1991 £2.50
FREE TAPE -
SMY CEMO, CRANMORE
DIAMOND + + +

Back numbers include 55p postage and packing and are available from YC back numbers, Select Ltd., 5 River Park Estate, Berkhamsted, Herts, HP4 1HL. Cheques should be made payable to ALPHAWYTE PUBLICATIONS LTD

MAKE SURE YOU HAVE ALL THE GREAT YC GAMES

Other issues are available but not shown.

**WIN LOADS OF
RAINBOW ARTS
TURRICAN
GOODIES!**

IF ANYONE CAN, TURRICAN!

WHAT YOU CAN WIN:

5

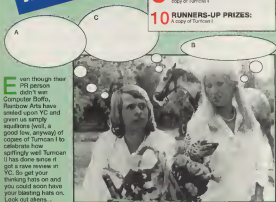
FIRST PRIZES

A Rainbow Arts goody bag containing: A Turrican T-Shirt, Mug, Badge, Sticker and a copy of Turrican II

10

RUNNERS-UP PRIZES:

A copy of Turrican II



Even though their PR person didn't win Computer Boffo, Rainbow Arts have smiled upon YC and given us simply squeals (well, a good few, anyway) of copies of Turrican II to celebrate how spiffingly well Turrican II has done since it got a rave review in YC. So get your thinking hats on and you could soon have your blasting hats on. Look out aliens...

WHAT YOU HAVE TO DO:

Write a caption for one of the members of exciting (perhaps) 1970's supergroup ABBA as shown in this picture (either bubble A or B). No, the horse wasn't in the band but you could write a caption for it instead if you wanted (bubble C).

Then write in on a postcard or sealed envelope and send it to the address on the right. The first 5 will win a goody bag, the 10 runners-up will get just a copy of Turrican.

Send your entry by July 1st 10.

"Gimme Gimme Gimme a copy of Turrican (After Midnight) Compo",
YC,
20 Potters Lane,
Kilm Farm,
Milton Keynes,
MK11 3HF.

And the Editor's decision is final - and by God can he be firm sometimes.

TALES FROM THE SCRIPT II

He hasn't been sued yet — so he's back for a second issue! It's **Dave Hughes**, with a flicks column as believable as a copy of *The News of the World*

SHORT TAKES

A BROS FOR THE 90'S?

He's short, plump and bleeps a lot, and I'm not talking about Metal Mulisha. He's also an Italian plumber from Brooklyn and, like all the stars of our time — Madonna, Gwyneth, Sting — goes by one name alone. I refer, of course, to Mario, Nintendo's extraordinary console game character who was resisted in a violent US survey to be the most popular animated character of all time. Bigger even than Mickey Mouse!

Now, as if to justify the very existence of a film column in a computer magazine (now there's an idea!) there's talk of a **SUPER MARIO BROTHERS** movie starring Dean Cain's Dr. Mario and Dustin Diamond's plumber. Remember where you heard it or not.

JACK'S BACK AND THIS TIME HE'S DRAC!

Here's an exclusive: Though *Joker* Jack Nicholson — missing from the recently confirmed cast of **BATMAN II** — is poised to play Count Dracula in Francis Ford Coppola's (sorry, Coppola is now epic) based-on-Mary Stoker's classic vampire novel.

That alone, which latest movie **THE TWO JAMES** (which he also directed), was an undesired flop in the US, best British Oscar winner Jimmy knew to the role, in which he will be ably supported by Winona **HEATHER** (yes, you may remember, was also cast in Coppola's **GOSSIP** PART II but had to retire due to post-MEMPHIS exhaustion), John Hurt and Jane **LITHAL** (**WAGON** I **Am**).

The romantic tale is set without a title (the rights to



JACK NICHOLSON

the title **DRACULA** are held by Universal Pictures) but the punter's money is on **COUNT DRACULA**. "Nicholson may have been born to play the Joker," says one insider, "but he's dying to play Dracula."

For the record, **BATMAN I** now stars Michael **BASTON** (Batman), Cherry **DELITO** (Penguin), Annette **GRIFTERS** (Batgirl) (Chewbacca — perfect casting) and **LOON** **WARRIORS**.

TALKING **TOO** is Damon **WAYNE** (playing a young **Idiot**, **Idiot** **Robert**). Tim Burton will direct before he helms **DOCTORS** IN **LOVE** but neither **Nicholson** nor **Bat** **Shelton** will be back.

WITH **WOLVES** **Castro** for **PRINCE OF THINGS**, have tried to get their own back with a snarky piece of marketing.

Not only have Fox cash-released **ROBIN HOOD** so that it arrives a couple of months before **Castro's** blockbuster, but they've also left **Shelton** conspicuously off their advertising campaign, which simply offers a view of **Castro** **Arms**.

some time and the new **"ROBIN HOOD: The Real Adventure Begins"**. Don't be fooled — wait for July's real adventure with **Castro**, **Morgan Freeman**, **Mary Elizabeth Mastrantonio**, **Christian Slater**, **Mike McKean**, **Brian Blessed** and **Sean Connery**. Now that's a cast!

Meanwhile, **Patricia** **Paragon** is due to replace **Kenneth** **HENRY** in **Brimingham** in the forthcoming movie of **Leslie** **Charlotte** **THE SAINT**.

IF IT MOVES, REMAKE IT!

HOOD ATTACKS THIEVES!

20th Century Fox, who got the unpleasant end of the stick by signing **Patricia** **SLIPPING** WITH THE **CHONY** **Berger** to their **ROBIN HOOD** movie while **Morgan** **Greek** landed **Kevin** **SAHODS**.

Debuting Belgian psycho-thriller **THE VANGUARD** has joined the equally-debating lot of successful test of foreign films scheduled to be shown in Hollywood this year. Already slated to suffer the same fate as **TRON** **HOMES AT UN COURPIN** (remade as **THIRTEEN MEN** AND A **LITTLE LADY**, starring **Ted** **Conroy** and **COUSIN** **COUSIN** (remade as **COUSINS**, also, strangely, starring **Ted** **Danson**) are the expensive **CIRCA** **PARAGONS** and **Patricia** **Armadillo** is outrageous **THE ME UP THE ME** **LOON**, the Hollywood version of which is set to star



PATRICK BERGIN (right)

THE REVENGE

Kenny Dwyer and Ray
Gossett's Lotta

I'm not uncertain whether
Luc Besson's insistence that
HERITA is on the cinema
schedule is merely a ploy to
get Americans to take the
French version seriously

STONED AGAIN

Oliver Stone, screen-
playwright/writer/director of
SALVADOR, BORN ON THE
FOURTH OF JULY and, most
recently (and least
effectively), THE DOORS, has
finally abandoned the CIA
movie (as he did Malinconic
and Jimmy [sic]) in favour of
JFK, which reconstructs
the events following the 1963
assassination of President
John F. Kennedy in Dallas,
Texas.

Already signed to the
project are Kevin Costner
(aka phase JFK over
CHRISTOPHER
COLUMBUS), John UNCLE
BUCK Candy and Gary
Oldman. Oldman will play
alleged assassin Lee Harvey
Oswald, adding to his
impressive back catalogue of
psychotic roles, which
include

playwright Joe Orton,
quinted Sid Vicious, post-
Cyber Thomas and, soon,
child-murderer Ian Brady
(opposite Francis Barber or
Brendon). Susan Talley as
sawyerlike Mary Harding.

Meanwhile, that other
well-known Stone, Fred
Famularo, will find live-
action film fame in 1992
when THE FLINT STONED,
starring John KING, RALPH
Goodman and Danny DeVito,
directed by Bob BACK TO
THE FUTURE Zemeckis or
last TWINS Pedersen, has the
big score.

SCHWARZENEGGER STUFFS STALLONE!

The ballooning budget for
Arnold Schwarzenegger's
summer blockbuster
TERMINATOR 2
JUDGEMENT DAY
(impressively underlined as
simply T2) has worried
Columbia plans to make
science fiction thriller
ISOBAR (previously titled
DEAD RECKONING) starring
Sylvester Stallone. T2's
September release
(which will have

helped to push the
film's costs up to a
record \$150 million by the time
its record 3,000
prints are released
to cinemas in July)
have meant that
ISOBAR - set at a
time in Carl's
future when the
atmosphere has
gone completely
and the
population are
forced to live in
glass-enclosed
City-States - has
been as good as
scrapped.

The ludicrous
cost of T2 seems
all the more outrageous when
one thinks that director
James Cameron's original
TERMINATOR grossed a
mere \$38 million at the US
box office.



ANNETTE BENING

3 DIE HARDEST
Meanwhile, forthcoming
triglyphs with almost
imaginative titles
include

ABSOLUTELY NO COMPETITION

You won't believe five months' competition. That's right,
we've got TEN more copies of VHS's most successful
movies. GRABIT, plus TEN items shaped like a T. (Almost
but, wait, T-shirt), thanks to GAC Video and Adam
Waggoner. Register. All you have to do to win a video
and possibly a shirt is to complete the following sentence
in a witty and reasonably original way at TWELVE words
or less.

"I think David Moore is far too good for Brook Miller
or least..."

Send your responses in a postcard, the back of an
envelope or ten pound note to: "VHS, the bit is the bit,
and your funny, I suppose" Competition, VHS, 20
Powers Lane, Ruislip, Middlesex, HA 4 1DP
The ten funniest will each get a pair of goodies, or so

THE
ROCKY HORROR
PICTURE SHOW 3: THE
REVENGE OF THE OLD
GROOM and BILL AND TED
GO TO HELL. More, please!

SEQUEL CITY

Hollywood continues to
announce far more sequels
than are good for it. Latest
classified results are PRED
NIGHT 4, KTRD 2,
STEPPATHER 3, PUNISHER
2, CHILD'S PLAY 3,
SCAMMERS 3, THE
UNBORN 2, THE
HOWLING 7, ROUND GUIN-
3, ALER 4, ALER 5 vs
PREDATOR as a late result
and telephone claims are
required for anyone with a
pleasant script for DIE HARD

NEXT ISSUE

More film fiction next issue
(VHS lawyers permitting),
including the low-down on
all the forthcoming
blockies and "floppers",
plus more allegedly
humorous snippets.
Where? Only in VHS CLACK,
still only 10p! That's the
way I like it! (Or thanks
Dave - Ed)



GARY OLDMAN

HAPPY HENDERSON THE JOURNO WITH A JINGO

READER OFFER



THE STORY SO FAR

IN HIS ATTEMPT TO KEEP POST APOCALYPSE OUT OF TROUBLE, HAPPY HENDERSON TOLD OUR POSTY WITH THE MOSTY TO GET HIS BUTT DOWN INTO THE MAIL ROOM SHARPISH. WHAT POSTY DIDN'T KNOW WAS THAT RIK, OUR JOURNO WITH A JINGO, HAD BREWED UP SOME PRETTY SPICY READER OFFERS.

LAST ISSUE



I KEPT HIM BUSY FOR WEEKS SORTING OUT ALL THOSE CM TAPES FOR OUR READERS

BUT NOW WE'VE GOT A DIFFERENT PROBLEM

HIS BROTHER POST APOCALYPSE, HAS TURNED UP FROM ATHENS FOR AN UNEXPECTED HOLIDAY



SO TO KEEP THEM BOTH BUSY WE'VE DREAMED UP A NEW READERS CASSETTE OFFER. YOU CAN STILL SEND OFF FOR OUR FIRST OFFER OF TWO CASSETTES WHICH INCLUDE FLIMBO'S QUEST DEMO: FINDERS KEEPERS, KENTILLA, MICRODOT SPOTS AND RAINBOW CHASER + + +. OR YOU CAN NOW OBTAIN TWO OTHER CASSETTES THAT YOU MAY HAVE MISSED WHICH INCLUDE TURRICAN II DEMO: QUAD RUNAWAY BAZAR DOMINOES, LIBERTY AND TIME MACHINE DEMO FROM ACTIVISION. SIMPLY SEND A CHEQUE OR POSTAL ORDER FOR £5 MADE PAYABLE TO **ALPHAVITE PUBLICATIONS LTD.** ADDRESSED TO 26 POTTERS LANE, MILN FARM, MILTON KEYNES MK11 3HF AND WE'LL DO THE REST.

PURCHASE SEND ME 2 CASSETTES OF GAMES.

FIRST OFFER ☐ (FLIMBO'S QUEST ETC.)

SECOND OFFER ☐ (TURRICAN II ETC.)

I ENCLOSE MY CHEQUE/POSTAL ORDER FOR £5 MADE PAYABLE TO **ALPHAVITE PUBLICATIONS LTD.** OR DEBIT MY ACCESS/VISA NUMBER

NAME

ADDRESS

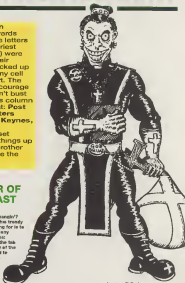
POSTCODE

ALLOW 30 DAYS FOR DELIVERY

POST ENLIGHTENMENT

Post Apocalypse has been accused of putting backwards Satanic messages into the letters column - just like Judas Priest (dodgy 1970's metal band) were meant to have done on their records - and has been locked up in a rather dank and gloomy cell underneath the High Court. The Judge can't pluck up the courage to see him and Postie didn't bust out in time for this month's column but you can write to him at: Post Apocalypse, VC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.

For this month, here to set things straight and clean things up is Postie's preacher half-brother Post Enlightenment. Praise the Lord!



Sit up straight in those wooden seats, I'm Post Enlightenment. The Lord came to me in a dream and asked me to edit VC's letters page. So there'll be no sinful killin' or swearin' while I'm about. That Post Apocalypse is the son of the Devil himself, and no mistake.

NUMBER OF THE BEAST

Dear Postie,
Ya daan! How's it hangin'?
But enough of this trendy jive, what I'm writing for is to ask you a heavy wacky amount of questions:

1) Will some of the folk gotten like Shadow of the Beast be converted to C64 tape from C64 cassette originals?

2) Will you be making all of your releases colour in the future?

3) Is it possible to get an addition Disk Drive for the C64, or do you need a memory expansion?

Matthew Smith, Mansfield P.S. Print this on a disc!

PE: I noticed your mention of 'The Beast', this computer game must be one of the limits of Satan himself! As for your questions: 1) If the Lord had asked this game to be released on tape he would have done it

by now, 2) God gives us colour for many things and we must make the best use of it we can in VC, 3) Commodore do a disk drive for the 64 and you don't need a scrap of extra memory, praise the Lord

ALL CREATURES GREAT AND SMALL

Yo Lord,
I just wanna say a few words while I've got the chance:

1) The magazine is really good and certainly worth the \$7 I have to pay for it.

2) R.B. Henderson must be the ugliest person ever to have worked with a C&A.

3) Post Apocalypse is a miserable brat'ed and should be bludgeoned to death with his own gangles (T - PB).

4) My compliments to the artists. Their work is excellent. Shame about the print quality.

Christopher Rankin,
Enniscorthy, Wexford,
Address not given

P.S. Can someone send me an autographed picture of Beverly Gardner?

PE God's creations (like PB) come in many different guises and we should appreciate all that He sends. Even if some have been sent to try our Faith (just like PB). I am still trying to make Post Apocalypse see the error of his ways, not by bludgeoning but by preaching sections of the Bible to him. Lastly, there is no place for lust on God's Earth, so no more thoughts, etc. of Beverly or the Lord will strike you down where you stand.

DON'T ALTAR ANYTHING

I used to be an avid reader of a certain other

DISCIPLE OF THE MONTH



DIVINE GUIDANCE

I would like to thank Budge, otherwise I would not have bought Silkworm, Budge reported in the March issue that Silkworm was brill and gave it 5 stars.

I was going up to the counter with another game, saw Silkworm and remembered what Budge said, so I bought it and it is extra brill.

Michael John Cremin,
County Cork, Eire

P.S. You're cool and so is YC!

PE It is not only the Good Book, The Bible, that offers advice on the way to live. The Budge column and YC are but another of The Lord's mouthpieces. Probably.

C&A magazine. That was until I saw YC, \$6 for I have two issues and I have now placed an order at the Postage for your fab mag.

I particularly enjoy your cover tapes, especially Nightmares (although I can't swim it) and Frosty. And I really enjoyed your Post Apocalypse game (it was the game that made two of my C&A-reading friends buy YC).

Keep up the good work!

Leahna Richards,
Berridge, Australia

PE Truly The Lord moves in mysterious ways and this must be one, showing you the path towards HC Halliway! And thank you for spreading the word, I should make you an honorary disciple for your good works. My Church (The Post Enlightenment Evangelical Way of the Concrete Box Church" in Millway Keynes needs more like you.

PULPIT UP!

Ya, Posty Quail
Not being male but where did you find those lanky leathers? Any chance of giving me some?

I got the mag last month and think it's R&D. The tape's great and the B&W demo was really fab, it made me forget about those other three games which, um, wasn't too fab. Anyway, it's worth the 4 specklebits (That's what it costs over here).

The reviews are good but there's not enough of them, the chess section should be enlarged and why aren't there more competitions? Who wants posters just now.

Thanks Mr Deemott,
County Tipperary, Ireland

P.S. Rick's a spudgie (T - PE), don't you agree?

P.P.S. Why doesn't someone help Gail's Eugene, I feel sorry for him!

PE Lanky leathers? There are the leathers of the Lord. Too many preachers pretend themselves to dark-colored suits or white robes. YC truly is very good, I agree, even if it does cost the fourlings of the Lord (ought to be sometimes). As for the reviews go, although Jesus could head 5000 with only a few loaves and fishes, YC has to rely on the number of games released every month - more games = more reviews. And posters? I don't hold with them either - my Church just has bare concrete walls, if bare walls were good enough for Jesus. They're good enough for me.











WORLD CLASS HOTSHOTS FROM

KOMIX
COMPUTER PRODUCTS

The fastest reactions in the business

SPEEDKING

formidable firepower in
the palm of your hand

Designed for super accurate, high speed action. The fire button is positioned right under your trigger finger and unique micro switches let you feel and hear every move of the stick.



SpeedKing performance plus easily accessible autofire switching for instant and even firepower

SPEEDKING

with AUTOFIRE

NAVIGATOR

unswerving accuracy at
your fingertips

Ergonomically designed for perfect grip, the natural trigger finger action gives super fast response with minimum fatigue. Unique microswitch modules give you precision control that you can feel and hear.



UNBEATABLE RELIABILITY

SpeedKings and Navigator are fitted with unbreakable steel shafts and built to even higher specifications than before. So you'll probably never need the 12 month guarantee that comes with them.

IT'S TV SHOW

A spotlight falls on Jeff Davy and the audience go wild - cheering and shouting. "Come on down, the price is right!" shouts a voice as he bounds down the steps from the crowd. And then he wakes up, and somebody gave him It's TV Showtime to review. A coincidence? We don't think so.

British TV is truly the best in the world. So how did we end up with Blockbusters, played by snug students with their curly tops, Bullseye, which occupies that boring Sunday afternoon slot when there's nothing on the other channels, Every Second Counts, with the unappealing Paul Daniels (only marginally less irritating than Eddyn Hughes). The Krypton Factor with comically dazed accountants and teachers who have nothing better to do with their time than memorise objects and solve jigsaws and finally, Rats 'n' Pigs which is just, well, unappealing?

There is probably no understandable answer to that question but that's no excuse for Denmark to compile a whole little G&S gallery based on the red shawl featured above. But they have!



BLOCKBUSTERS

Call me cynical if you will but I like sides of my mouth never fail to curl upwards when Blockbusters contestants say "I'd like a 'P' please, Bob." And you DO get to ask for this in the CBS Japanese version.

For those who were too busy skateboarding to watch TV, Blockbusters is spread around a rather large

electronic board with a grid of letters and a man called Bob. Bob (or "His Holiness") asks contestants which letter they'd like on the board and asks them to guess a word beginning with that letter from a clue. For example, "What 'P' is pink and lives in a harem?" to which the answer would be "Pig".

If the contestant gets it right the



contesting contestant wooden blocks "lose out". Well, Bullseye's winner can't win a third because they almost always miss the target.

You know there's a little opportunity for a third question and the winner's score gets the chance to win the question wrong. Amused to the other contestants.

But, the Jacky Wilson-like ball missed off the TV programme people who tell you whether the question is right or wrong with a turn of his thumb. What an idea he is. Truly.

EVERY SECOND COUNTS

Do you like quiz shows with talented plying couples? Boy "Yes Paul" and this could be



letter/square is turned that contestant a colour (red or blue) until one contestant has made a line from top to bottom/left to right of their colour. Simple, eh?

After three boards, the winner gets a Gold Run, which has the same grid but with three letter clues like HHH or TTT and has a time limit to get across the board.

bag. Most of the answering is done by selecting true or false when you get asked a question.

The questions are in categories like drama or TV programmes which you have the opportunity to select. The final round is a nine against-nine round where you have three answer options. (Wow)

Thankfully, Paul Daniels doesn't miss an approach.



WTIME!

KRYPTON FACTOR

This one is just brainiac. My feeble mind was totally unable to cope with mind games involving remembering a sequence of events and moving words and punctuated around corners, all displayed in an impossibly dull and unexciting way. So I gave up. It seemed the right thing to do.

BOB'S FULL HOUSE

This is a test of reflex and skill. That and how long anyone can stand Bob Menckhouse. It is the comedian who gets to the buzzer first that gets to answer the questions and if they get it wrong, they're "walked" for the next questions, which means they can't answer.

As the rounds progress, more and more "bongo board" lights must be lit to get to the next stage until the final, where loads and loads of questions have to be answered within the ever-present time limit.

If you'd been sitting around thinking "I don't have any games which will test my knowledge and skill," then this is the package for you. If you're more keen on taking the wrap out of huge swarms of alien

deathroaders, then you really won't like this at all.

Me? I laughed. Especially at the furiously nodding or shaking head of Bob Menckhouse in Menckhouse, the laughable idea behind Balleys and the sheer silliness of The Krypton Factor. Every Second Counts in my personal favourite - it's actually quite good and Bob's Full House? Well, my hatred of Bob Menckhouse overcame me!



G - Brainiac, super, great! You're just too dumb and a brainiac and very polite to get, maybe you ought to use this hedging. Brainiac, super, great!



CREDIT CARD	<ul style="list-style-type: none"> Generosity Shilly-shilly Ready But they are And you And you 	<ul style="list-style-type: none"> Agony Agony Agony Agony Agony Agony 	<ul style="list-style-type: none"> Agony Agony Agony Agony Agony Agony
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NAME: R. A. TV Broadcast
 SUPPLIER: Games/TV Games
 PRICE: £2.99 tape, £14.99 Disk
 RRR: £4.99 Out now

80%

An interesting selection of trivia games, so varied that it will take quite a time to tire of them.

G We said "Can we have a P please Bob?", but he asked us to wait till the advert!



E.C.T.S SPESH

What is this ECTS thang? Egg Custard Tart Spectacular? Edwina Cume's Tattoo Shoppe? Evangelical Cleftomaniac's Thanksgiving Service? We sent **Beverly Gardner** to investigate and, boy, was she miffed when she found out it was the European Computer Trade Show.

When Jeffrey said to this 'Blaw' god damn his feelings and report on the ECTETM, I didn't expect to be soothed around for three days acquiring blasters, and getting a sore throat. The computer industry's reward to be fun, thrills, and wanting to do it. It's important to have the

stuffed board out at me I could have stayed at home and watched 'Highway', he said.

But just when I thought I was all programmers with floppy discs and glasses huddled together with sticky plaster, along comes a celeb. Johnny Depp was there with



(pregnated) wife in tow, and he seemed most embarrassed when we (Jeff, Rick, and myself) pumped upon him and asked him to pose for a *playboy* (photo inside!) And all the while we (the audience) sat just the far side of the runway. For comic factor we also found Jeremy Linville, riding on the Virgin island, ready to jump-start an unsupervised magazine shoot on his island.

I didn't spend most of the show just yelling about bumping into Twinkies bottles, some of it was spent in the bar (drinking pop, drinking pop), and the rest was covering some poor Public Relations executive into buying me a drink in the bar - ostensibly supposed to have a drink at their latest release.

Next, actually: Below I've linked all the brands that had some interesting comms product that we haven't already covered/mentioned for marketing, companies that wanted to talk to you.

**MARGIN
MASTERBONDS**

The Vegas stand had a bunch of replicates playing silly Suggs with some cardboard cutouts of the characters - sometimes it was hard to decide who was who.

Redoubt Last Fall 1991
Steele - A. Malt-Jorgensen
 Concluded that it was too hot to have
 the pants off any Campers
 etc.

[illegible]



Spot - Not

just another puzzle game, it's got a quirky character at the helm, exclaiming/gagging/his/his **Rolling Rummy**. The game of the **Comic Strip**? You all know who we mean?

KRYALIS

A small stand tucked away at the back of the event. Guess I mean that I wasn't interested in the few games that are promised before the end of the year. I just realize that they didn't spend much cash on this stand...skittles

Product List ran '91

Jahangir Khan World Championship Squash - Yep, that world famous squarer that everybody knows (I) is the sponsor for the ball-busting art **Manchester United Europe** - A surprisingly new game to the subject. Man Utd last year, with loads more presentation and is now European tournament attraction

ELITE

A big video screen played the arcade conversion the King just signed up and that was the closest thing I got to entertainment all day. And they would I even watch it over to Neighbours at luncheon

Product List ran '91
World Championship Soccer - It's still to come, and it's still a soccer game!
European Championship

1992

Based on the **Toucan** arcade machine that wowed everybody at the **AT&T '90**
Devilman Ninja - Almost A cutting best-in-show thing

Product List ran '92

Suzuki GP Winning Run II - A driving game, and another coin-up license (what else's new?) **Moody**
Edvard Ruddy - Oh come on!

DOMARK

A well-meaning "home brutality" (R), I think you mean "Hospitality" (I) (I) wants alcohol to the bar with sex drinks and coffee cups. And a few games, probably?

Product List ran '91

Pelicopter - No-holds barred beat-em-up with karate, kickboxing or wrestling **Kate Miller**? - Raising up for the Christmas No 1 slot **Rampage** - Spilly and addictive medieval shoot-em-up/1st brick building strategy which is a PC's fav arcade game.
Threespawns - Half sports and half hand shoot-em-up (nothing to do with thighs)
RMS Baseball - Baseball is the name of the game here and even a free hit to be thrown in (don't go mad, eh guys)

STORM

Everybody seemed to be



crowded around Datacruisers (Data)

game, and it was very hard to try a do business with a (thousand) staff writers at determining for position on the really addictive game.

Product List ran '91

Red Lead - Another coin-up with two small pop guns and enough barrels
Double Dragon III - More like triple dragon
Axofest - Heavy Metal isn't got nothing on the action adventure
Solar Jetman: Hunt for the Golden Warship - The official sequel to mega old games Jetman and Lunar Jetman
Big Run - Another coin-up conversion and another driving game natch

Product List ran '92
Battleheads - Humili!
Irish Head - Not about a certain adventure's underpants being on fire
Brute Force - Not about Gerson's favourite after shave

MIRRORSOFT

Who can walk past the Mirrorsoft stand and refrain from asking for pieces nowdays. I did and had to go off to Burger King instead

Product List ran '91

Twisted 2 - Based on the inevitable arcade machine by **Room** (see my Data column for more details)
Rabotone - Family shoot-em-up with the latest (ed, natch)
Cross Heart - A racing game, no hint that an arcade conversion humili!
Devilman Designs - Puzzle game with a seriously unusual first, as a long changes of the various techniques into cubes

I'm sorry if I missed anybody out, but you probably didn't have any new C&A product that we haven't mentioned elsewhere

Also, you should see some of the state of Jeff and Phil the day after they went to the Hippodrome - the industry party to give out some sort of awards - the things I have to do eh? I even had to listen to their stories about how Lee Dennis was the first comedian to do on stage and get paid even more to do so. I think he was the only one laughing at the end but having finally gotten home, and with my last in the big YO bowl of late-winter water, I don't seem all bad...LOLO read your



Yes - the quiz that tests people's knowledge of pointless computer trivia is back for its third and penultimate heat. The winner will go through to the final with a PR person, a programmer and a Managing Director in just two issues' time.



The rounds hosted by a celebrity computer editor

Clark, PR Supreme from Code Masters (whose approach to Mike Clark, in a word, is out, sounds down a fishing net, shivers, gets drawn in, reappears and is belted in a spotlight). Let the contest begin!

THE CONTESTANTS:

Jeff Dery (Ed)
Jeff is a recent convert to the Old but has scored many other computers and has been selling about games for years. 'I suspect I'll get completely crushed', he says. Never a true word with spoken.

Mr Henderson (Contributing Ed)
He is a guy you all know and love. He is hoping to win the He's More serious Boyden in the contest and a computer that performs games. He is also writing for weekly ending all issues of YC and watching 'Family Features'.

Paul Rigg Winder and Professional Scientist
Escribing Paul has just come back from an extended stay with a bunch of cars and Poles and is confident Paul will make a mark on the quiz. 'Oh my Gars, I think that prize. Right-ah?'

Beverly Gardner (News Ed)
Beverly Gardner is a woman with knowledge about computer games, and is on the page of paper with her writing on, maybe this is like a Binky Binky of your book and pen. Dr. Thinks Beverly Paul (Group Editor). As well as being the very kind man who does all the technical bits for

COMPUTER BOY

(aka "A Clash of the Titans: A Meeting of the Minds")

ROUND 3

JD



RM



1. According to Gallup, how many budget games are sold for each full price game?	Two*	[1]	Gordon Bennett: Four? [0]
2. Who does Gallup show is selling more software than anyone else?	Ed - CodeMasters!	[1]	CodeMasters, by any chance? [1]
3. Who had to take machines to their Q&A Cartidges?	He! He! Can I have a clue? (Clar: My Cartidge has over the...) All it would be! Come would it? [0]		Could it have been Owen? [1]
4. Who wrote S&M Simulator?	The Dating Brothers: David and Richard. One of the two, wasn't it?	[1/0]	It was Richard Darling [1]
5. What are the first names of the Giver Twins?	Umm... He?... Isn't Um... or am I don't know!	[0]	Good! Um... I can't remember! First and Harvey? [0]
6. Name all the Q&A games that Dory has appeared in to date	Look lovely do think that this is taking on a particular CodeMasters stuff! Umm... Dory: Magellan's Dory, Treasure Island Dory, CJ's Diaphant, Antica's, Fast Food, Keri's, Fantasy World Dory.	[0]	Right... Dory, Treasure Island Dory, Fantasy World Dory, Magellan's Dory, Fast Food and Keri's. [0]
7. What's the difference between a disk?	Um... I think... and then?	[1]	[No hesitation] One of it's legs is both the same [1]
8. What's the best thing a games fanatic can do with £2.99?	Spend it on a CodeMasters game!	[1]	Could the 'buy the best CodeMasters game, available at your best software emporium'? [0]
9. What's the best thing a games fanatic can do with 10.99?	He he he... buy three CodeMasters games!	[1]	That's easy! Buy three CodeMasters games and say the next towards the next CodeMasters game. [0]
10. How many hardware stores are there on the Q&A?	You said? I don't know... absolutely not a clue!	[0]	He! He! 10, 'cos it's crap and I'm an Amiga man now! [0]

The Scores on the door:

Post Apocalypses - 0!

Raul Rigg - 5

Paul Ees - 8 1/2

Beverly



COIN-OP HITS II

Simon Dale was overjoyed when he got this compilation. Now he won't have to spend his YC wages (\$6p) at the local arcade on a game of Vigilante! Unfortunately he (and a little pixie helper) then had to review it. Bad luck, huh?

Yet another arcade game compilation emerges for the Commodore and the question is, is it any good? Read on.

VIGILANTE

Oh no! The stansards have kidnapped Madeline and you, the Hero, must give them a good spanking. If you're lucky and you rescue Madeline you might get to give her a spanking too (he-er), but according to the instruction manual it is 1994 - so perhaps it's not worth spanking her.

who is looking a bit ratty now and it's only 1993!

The basic idea is to keep moving to the right and stop the baddies from draining your much-needed energy.

DYNASTY WARS

No this game isn't about a lucky American soap which was ended due to public opinion, it's game is much much better (although nothing would be, apart from lucky Australian soaps).

Dynasty Wars is a combat game which takes place on horseback, with a quest to topple the evil Dictator Thang Choo, who, it has to be said, sounds rather like a Fellow of the Ice Cream. And, basically, you go from level to level taking things

about nearly the same.

Resplendent in your fin can suit you scampers from the left to the right of the screen for five levels, up hill and over dale (no bog), trying to avoid the snailish with the eventual aim of rescuing the Princess Hue. What I wonder is, does she want to be rescued? And, more the point, does she want to be rescued by a short, grubby knight who is a bit slow and rusty after running through five levels of snailish?

HAMMERFIST

There doesn't seem to be much action in being an artificial, computer-controlled hologram (I mean, someone legs over the power-pack of the computer and you're history, eh?)

Well, you play one in Hammerfist. Two, in fact. One who hits things and one who

does a load of gymnastic-type things. You get to, rather awkwardly, swap between the two whenever you like as conditions dictate.

Basically, this isn't a flick-screen kill-fest, but it does look slick and things to watch. Good, eh?

NINJA SPIRIT

Not, at first, a full Japanese drink but a game about a Ninja. Actually, not a REAL Ninja, but the spirit of a white wall who has taken the form of a Ninja. Yes, right.

This is another excuse for twinking women with wild Ninja powers, and getting the chance to work your way up in weapon-forms by collecting about Ninjas' spirit balls.

To tell the truth, spirit balls' describe this game very well.

At least two of these games are rather good - Hammerfist and Ghoul and Ghosts, even if the latter is a bit hard but generally the standard is not very high. They try hard to capture the spirit of the arcade game they're based on but mostly fall short of the mark.



GHOULS AND GHOSTS

As everybody knows, this one is the sequel to Ghoul and Ghosts which involved a man in a suit at various trying to avoid ghosts, killing ghouls and witches and climbing up ladders. Ghoul and Ghosts on the other hand is, er

CREDIT CARD			
<ul style="list-style-type: none"> • 4 COINS • One or two games • One credit • Not too expensive • Economical • Good 	<ul style="list-style-type: none"> • 4 COINS • Usually a bit more gas • Out some expensive • For Hammerfist 	<ul style="list-style-type: none"> • 4 COINS • As good as the game will keep you going 	<ul style="list-style-type: none"> • 4 COINS • For a few more minutes of play

MAKING Coin-Op Hits II
SUPPLIER: 100 Gold
PRICE: £19.94 tape, £39.95 Disk.
FULLER SIZE: Get more.

THREAT
80%

Five-in-a-box is as good as you'll get for a pile of dating U.S. Gold arcade conversions so it could be worth a plunge.



I PLAY 3D SOCCER



© And the players all shoot around waiting for their half-time orange (and a goal run-down by the physio)



NAVY SEALS

ladders and handrails, who'd rather shoot you than ask the time

To get around the level your SEAL must jump over pecking crows and the like

"Navy Seals?" said Jeff Davy. "That's a strange colour for a sea mammal to be. It's a what? A game? Oh."

Apparently only the elite SEAL team can rescue a shoot-down helicopter crew in the Gulf of Oman and then destroy a stack of missiles in Beirut. What if Navy Seals can do it in the time that it takes anyone can do it

So your SEAL (not to be confused with the Seal who sang "Crazy") is dropped into the action which takes place over six levels of Hellour Communications Tower Prison Port and the Streets of Beirut and takes the form of levels full of platforms,



When it comes to completely useless titles to give your average Comic game, I Play 3D Soccer is by far the poo-est! I Play Rik Henderson shows them I-ties a thing or two about footy...

What do those Italian fellows know about footba! I mean, who won the world cup in '86 eh? Not them poor scotters, that's for sure! Mind you, they may not play the game the same as us, but the average crowd at Inter Milan outnumber our top clubs' attendances by two to one. Oh well, we only invented the sport.

"But what relevance is all this?" you scream at this confusing task. "What on earth are you talking about, you buffoon?" There is, indeed, to my sadness, since I Play 3D Soccer is an import from the land that also brought us Roman Noses and Cruelness Club, of course! It's rather different to your run-of-the-mill soccer into the wild and extremely wonderful world of football (soccer-soccer games of the simulation kind that win my dead, in the respect that it's all in gorgeous, splendid 3D-on-ion (and would have guessed it).

But to, you need not plan a pile of hills to be seen and mountained places to experience this almost virtual

reality, all you have to do is plug your psychik into the Dargunary of the side and away you go. It's also almost unique 'cause you get to play one player throughout the whole match (ie: you can be a striker, defender or midfielder) and there can be moments in the game where you'll be standing around doing very little indeed.

The computer structure revolves around the UEFA cup (or any knock-out tournament, really) and you can even get a friend to participate (by taking on another player on the same team).

During the game you can show the appreciation the merit of your studs - something I happen to do quite often - and up-and-down them, but you can't seem to be sent off or anything like that (a bit like Italian football really). It doesn't have the official rule infra, like every other game on the market, and if you do manage to draw (because even the easy passing mode it's hard to win) there's extra time and then a penalty shoot-out.

The whole thing is very

CREDIT CARD

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NAME: I Play 3D Soccer
SUPPLIER: Simulations
PRICE: £9.99 (approx. £14.99 Retail)
RELEASE DATE: Out now

OVERALL **85%**

Footy fans will welcome this new perspective, and it's promising to see that at a time when the rest are doing the same dang, those I-bes are experimenting

unusual, never incredibly quirky, and although the graphics are particularly good you can rest assured that any footy fan'll be playing this till the cows come home, or at least until they appear in Fred the butcher's.



and take photographs of gun-toting foes. This is where the main feeling of the game comes to the fore.

IT'S 1000 HARD!

One shot has an enemy and you're a goner. The worst

terrorist, and get shot again. Do you see a pattern forming readers?

Much as I like the graphics, the sound and the smoothness of the gameplay, an impossible

and winning game is no good at all. And this is, really, what Heavy Seas has turned out to be.

In real terms, it just doesn't balance the ball on its nose well enough.

CREDIT CARD

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NAME: Heavy Seas
SUPPLIER: Ocean
PRICE: £9.99 (approx. £14.99 Retail)
RELEASE DATE: Out now

OVERALL **60%**

What could have been a great game is spoiled by its sheer unplayability.

TWEET
TWEET!



THE BUDGIE COLUMN

WITH JASON CHIN

budgie game, and would probably fit a gap on a rainy Sunday afternoon.

00000 - This game is rather splendid really, but it lacks that certain something that determines a 'must buy'.

000000 - This is the best you're likely to get for your pocket money. Well worth rasing your pegg bank for.

AND THE LORD SAYS:
"LET THIS BE THE BUDGIE
COLUMN" AND IT WAS...

GALDREGONS DOMAIN

COVER PICTURE



THE SCORES

NO SCORE - This game is too abstruse for words.

0 - It'd probably be worthwhile using the cassette to record an E.M.F. single on or something.

00 - Not even worth a look, it's only worth would be for amusement.

000 - This is an average

GALDREGONS DOMAIN

PLAYERS 8 £2.99

I have a certain fondness for roleplay games. I remember almost touchily my scruffy bits of paper crammed with character names and potions. 'Galdregons Domain' on the Players list at, then, my kind of game.

Like all RPGs it's got a rip-roaring good story. This one centres on the two gods of

REVIEW

MOONSHADOW

Just as Jeff Dwy thought he'd relegated all the "Orp and Poxie" stories to *Misadventures*, there came *Moonshadow* - with a truly unfathomable plot...

G of the for weirdness, folks. 'You are alone and you have a mission to complete. You must find and destroy the terrible creature that has been sent to plague the Earth by the gods of darkness. But time is running out and you must accomplish your mission before September, the black moon, darkest Poxie, the magic moon, which protects the world with its life-giving rays.'

Moonshadow. You get to knife things sweet as solving fiendish puzzles. And the further you get into the game, the better weapons you can find lying around. This means you can kill all the fiendish beasts that wander and fly about, trying to wipe out your money. When it all runs out, it's game over, no more adventuring, matey! 'Nap, only one life.'

'You're running all the time against a strict time limit. The bad moon

September, slowly obscures Poxie, the good moon and if the latter becomes completely obscured it's the end of the game.

There's no question that this game is quite, quite, hard.



The context of all this why-fing nonsense is that there is a whole fantasy world out there full of trees, platforms, monsters and... objects.

And this is the important bit, for *Moonshadow* is like one of the arcade adventures of the early '80s. You can only see objects at a time and each object has an important use.

If you've played some of the *Goxy* series, you'll get the idea.

But, unlike *Goxy* and its ilk, there's nothing in

Unfortunately the control method doesn't help. It can be difficult to jump from platform to platform which can lead to your hero dying very fast when caught in a tight corner.

Further, the game concept is rather dated, full price arcade adventures went out with the *Orp and Poxie*.

That said, it was quite interesting for at least 15 minutes. Until I turned it off and found something better to do. Like watching games grow.



rears of spiders but Spring Image, for all its *Saved the World* pretensions is a thinly disguised, non-progressive, racialist anti game. The idea of which has been seen offshoots of *Black Nation*.

First you choose an opponent and champion from the motley crew of world leaders, including Iraq and Russia (it's a dated, y'know 'the you be such others' heads is, in essence, of the old being how fast you shift the master's hand).

The only varietal comes from whether you 'sit in the kitchen' (see 199) or on the England vs. South Africa rugby field.

The idea of beating the crap out of P.W. Botha (given it's also resigned as the president of S. Africa) is a delicate game and that is the only strength of the game - perched teetotal on people with Power who rock up badly. That is reflected in the two-player game where the idea of saving the world is abandoned in favour of pure, merciless violence.

There is some food will interest
Miss David will know

HOME

HILSHIAN 2000

Thames Valley University is a leading
higher education institution in the UK.

Abstract: [View abstract](#)



Some of the manipulations (no-ops) are a bit difficult at first but the whole game is logical and the more you play it, the more comfortable it becomes.

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NAME: _____
 SUPPLY: _____
 PRICE: _____
 ORDER: _____

55%

Awkward, out-dated and tired. About as interesting as watching leaves drop off trees.



WITH RICHARD TAYLOR

20 FEBRUARY 2005

I have to admit that the graphics on the whole are not too bad, the words are nice, with overlaid spiders crawling the background.

It will turn very smooth, but with the ancient skin and some sound it just works. I'll tell you, even a line good for it.

SHOE: 0

I thought the arcade version was better and it's not the kind of game that converts into a good video like *Q*bert*.

The gameplay is pretty darn, the graphics are great and the sound is crisp. This looks like a real study into what



couldn't really recommend it to anyone unless they really did like the arcade one and that you must have a reason to want it.

If you want a small, easy-to-buy Armadillo, it's worth a try.

ANALYTE

Oh yes, I do like this game! There is something so appealing about shoot 'em ups and this one has it all! Multi-dimensional, upgradeable weapons systems, simultaneous two player action and loads of baddies to shoot, it really satisfies the destructive side of the culture.

The format is a full score right-to-left arcade and even you get to the two-player mode. It's really good-looking bullet-firing mega-mayhemish destructiveness; if on the other hand you're only got one joystick, or no friends, then you have to sit

STAR

The US Coast Guard is conducting the US Coast Guard anti-piracy

And they are, from the
 feathered reaches of space
 The Lin-Quen Hsiangshu to tell
 the truth. And they re-veal
 very much. More than
 anything else, quite more,
 the First Apocalypse when he
 over-ried any of his large
 ones.

Either way, they're coming. (Yes, yes, we know — Readers and the Earth has been dragged into an interstellar war it didn't even know about, let alone start.

Epic movie prepare to clash. On the Un-Dead side, there are the roller-like *Monsters*.

The winged Androgyria, the doll and feminist Sarah, and the "That's my planet, well, it is now" -merchants, the U-Gene themselves.

Scared apart then, their mighty battlements joined in the edge of space, are the Earthlings (Humans), the Mycoms - who creepily regenerate and reproduce after each battle - the creatures the Yohai, and the Changers, the latter that started Earth in the Ur-Quana before any of us were, conscious

You're gripped now, aren't you, with the vision of an imminent and noisy space-battle, punctuated by high explosive sounds FX and engineering assembly action. And actually you'd, as, be a hell warrior.

It's a strategy game - he, come back, you'll like it, and I've barely finished the prologue (Mussari) You do get to shoot things, honest (CNC)

So the screen game is a mass of stars, with your distance at the bottom right (in a rather tiny loop form). It is from your distance that you build ships (at increasing value) and send them out into space. This, also, costs.

The strips, which hang from star to star (you're limited to moving only about three blocks a day), feature

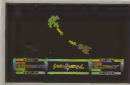
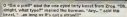
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NAME	Don Carroll
BIRTH DATE	March 1934
PHONE	261-1171, 274-1111
MAILING ADDRESS	Don Carroll

70%

A nice space strategy game for Paul Rigby-types everywhere

CONTROL



2000

THREAT
THREAT!



THE BUDGIE COLUMN

plotted Ark 1, I thought that any improvements that had been made make it well worth a look even for old-school Arkanoid fans.

The idea is simple: bounce the ball of your bat, or "Wun", to knock away a variety of bricks. Sounds easy but bricks just don't seem to be bricks any more. Bricks disappear when hit, some regenerate, some start moving and some just refuse to die.

There are plenty of bonus objects to pick up,



ARKANOID II - REVENGE OF DOH

KIXOX £2.99

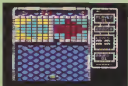
When I first played Arkanoid, all those years ago, I didn't think too much of it. But after playing this version a few times, I found myself really quite hooked. Although it is really just a

including lasers, multi-balls (more than ever), regenerating balls, level warp, gun, ghost bat, indestruct-a-balls and others.

If you have a Neop or IBM, because this is strongly recommend using it. If not then I strongly recommend borrowing one off your Amiga chums!

A fun, playable, though at times very frustrating, game.

SCORE: 000 1/2



REVIEW

LOTUS TURBO C

"Can you get into the Lotus position?" asked Simon Dale's Yoga teacher. "Yes!" replied Simon, before donning his leather gloves and getting into the driving seat of a rather nice red motor.

Climb into your turbo Lotus and prepare to burn rubber through 32 action-packed tracks on three exciting levels.

There are twenty cars in a race and you must weave your way through eleven of them in order to get into the top eight to qualify for the next race. In your travels you encounter many different experiences, such as screaming around tight bends, burning over steep hills, pushing your Lotus through mud water which slows you less than the track (sounds much like the MSX to me - Ed), refuelling at a pit stop in a turbo race-deciding situation. Speeding from 0 to 50 in 4.7 seconds and doing a freestyle is a brilliant sight screen game.

The tracks are put into order of difficulty, easy, medium, difficult and practice. On the easy level there are no jumps to complete, on the medium there are three and on the difficult there are fifteen and on the practice you can drive your Lotus on a specially designed practice track to help you to get into the swing of Lotus racing.

On harder levels you have obstacles such as dust canisters in the road and water at the bottom of hills, these levels are incredibly the ones

which you must refer to. The hard level was also the one that I found you could be mistaken the most.

Including a game of this standard onto the C64 a few minor graphical problems have arisen: you can appear to go through the side of a competitor car when you overtake it very tightly and when you go down a hill at a great speed the foreground scenery has to die and this tends to do so rather jerkily.

And finally, you can't tell me "You can't make people believe that the opponent cars are different graphics when they are really a different coloured version of your own Lotus!"

One thing that did disappoint me about LETG is that if you happen to crash you don't explode into a giant fireball, you just bounce off and your speed decreases quite considerably. No fun!

But that's your whole fault because the Spectrum and the Amstrad can only cope with sixteen cars on the one player game and in the two player game there are only ten cars, although the Individual can cope with twenty cars on both one and two player games. Huh, 



ESPRIT CHALLENGE



CREDIT CARD	1. 4 SOURCE	2. 4	3. 4	4. 4
	1. 4 SOURCE	2. 4	3. 4	4. 4

NAME: Lotus Esprit Turbo Challenge
 SUPPLIER: Gameloft
 PRICE: \$24.99 Tape, \$14.99 Disk
 RELEASE DATE: Q3 1989

Lotus Esprit Turbo Challenge is a great game for an eight bit machine and well worth getting if you enjoy racing games.



SUPER SCRAMBLE SIMULATOR

KIDX \$2.99

Wroom, Wroom! Race your engine and stall the lake. Unfortunately, little accidents like this happen too often in this potentially good game. It is quite well set out.

the team. It is really quite annoying trying to delicately balance over a character-sized hole and move at 20mph over rocks. You'll have to work out how to get over the different obstacles which range from iron rocks, crevices and very steep hills to cars and trucks. That may be a little hard for the average gamer, maybe younger players



with a top view map displayed under the main play area, which also displays an on information panel. The graphics are OK, and the music is quite good.

should check out Kidx Start and K3D. Really too frustrating to play for very long! SKORE: 00



TURBOCHARGE

in which Jeff Davy makes some moral points about drugs and alcohol and previews a game about a rather powerful red motor car.

Regulation comes hard, sitting in an obscure Milton Keynes suburban nookery. The torments drip with dull 1980's buzz of atmosphere. The PVC-upholstered seats exude dullness and the drink sits in its cloudy glass, facing a wife flatly.

It occurs that it's time to draw your attention to an important social message - "Don't drink and drive". I certainly wouldn't drink and drive. One of the major notions (apart from it being dangerous) is that I don't have a car.

It is a (We can see your predictable link to the game functioning over the horizon, right now - Close-up Reader!) It would possibly be a large sports car like the one in Turbocharge,

which is rather angular and Lamborghini-like and mighty fast.

It also has a rather convenient grenade launcher on the front (how many times have you wanted one of them attached to the front of the bus you're in - stuck in grid, hot, backing traffic) and a readily available handgun for the driver.

That's a moral lesson: The M.M.s Boys of the drug world are running sideways along the highways of Beaulieu, or, the US (that was it) and you're the bad for the job in the twenty motor.

The conways are speeding their way across State boundaries which normal Police cannot cross. Says Mr Big "This State



Police business is rather funny, they can't follow us over the borders. We can just stop our drugs around as much as we like and make tons of lovely, lovely cash!"

[OUT TO SHOT-OF FAT BUSINESS TYCOON WITH CIGAR WALKING IN LARGE AMOUNTS OF FILTHY LORE!]

But into the rear view mirror of the latest of the conways comes a large red car. The chase is on.

And what a chase. Turbocharge flashes other driving

games into the ground. There are no tight turns to slide off of and crash because by controlling the car (so it seems) you control the road. No, settle down at the back there, it's free.

This means that you need spend less frustrating time chasing and more time shooting, cars, bombs and all manner of opponents.

The pace is fast and frenetic. The enemy sports little in its quest to blow you off the road. Flares strafe the road. Choppers (with moving rotors) drop things on you and armoured cars drive alongside to "take you



out. And that's not a right of the cinema and a rather nice Bryant, that's the business end of a large machine gun poked perilously close to your nose with your offspring coming very close, very fast.

And don't forget the mines (the Seven Demons certainly do a Q and more, over many separate and changing levels, check full of roadside graphics and mean hills).

As the roads fork, the car switches into tunnels (turning darker appropriately and fast as that) and you die, turning over in a cloud of dust and explosion, you begin to appreciate what appears to be a great technical achievement on the 84. It's fast,

terrific and packed with little technical achievements, that you don't immediately spot but which really add to the game.

It's unconsciously what RoadBusters, Chase HQ and Special Investigation should have been on the 84. And if this was just the preview version, let me at the final version as soon as possible.

A hackneyed twist: the driving game may be but System 3 have the edge on it now.



CREDIT CARD

NAME: Turbocharge

SUPPLIER: System 3

PRICE: £12.99 tape, £15.99 disk

RELEASE DATE: Late June



This is Chris Butler, the programmer of Turbocharge. This deep and mysterious picture aptly sums up his mysterious past. He's programmed many games including Power Drift. Of course,

we could have printed the mad picture with the screendriver, but that wouldn't have been deep and mysterious and would rather have spoiled the link, wouldn't it.

GOING OVER

NANC The arcade action thriller with the big cash. Introduce the criminal underworld - your mission is to seek out and destroy the king pin of the **MILK CONSPIRACY** - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of chlorine-bypass patients in trench coats, the bullet brain

with the bulk of a rhinoceros and the wrath of a dung beetle, packs of vicious canine puppies, the psychotic clown with an evil sense of humour - you'll die, not just laughing! Then there's the gas guzzling Cadillac Jack - a cool specimen, when hanging on the deer rail, a curious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing loud, it's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's Mr. BIG!

The Arcade thriller gives you even the bright light of Paris to help fugged terror of the future. Your mission is to track down, crush and apprehend the dangerous criminal. It's **FASTER** - explosive power-bombs you hurtling through various



terrains - hold the line or plough the field! It's **TOUGHER** - the criminals want some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bones... It's the meanest pursuit game to hit the micro screen.

The extra features will leave you gasping for extended play: weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

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MISADVENTURE

REVIEW

DEATH KNIGHTS OF KRYNN

SUPPLIER: SNAKE GOLD
PRICE: ?
FORMAT: DISK

Death Knights of Krynn is the sequel to the successful Champions of Krynn, the AD&D RPG from SSI, distributed over here by cuddly US Gold.

A year has passed - no, really, trust me. A year since Tolkien's lordly mess "Who?", (play the original game, lordly followers were pretty lordly beaten by you and the other good guys). However, now it's time to partyyyyy! Over at Garpath, the outpost commander has laid on a spread (lots of sword-wash triangles, bottles of ginger beer, you know the sort of thing). It's the anniversary of the victory y'see. So, always a rather bit of a lull, sit off you trot. As the party grooves and someone gets beaten up for playing a Dross album. Lady Mags, who's obviously had a few, gets a bit wistfully. Our good Lady is a silver dragon in human form by the way - and you know how they can't take their drink. Anyway she mumbles on about Sir Karl who died during the war.

Just as the yeasts begin to appear from the filtering bowls there is a cry! But the beer is caught before it hits the floor. Then there is another cry! While everyone scans the floor looking for the broken beer barrel and wondering if they can salvage a small glassful out from the sticky mess. Sir Karl? Well, it used to be here - he's literally just oin and gone now. Seems like he's detected by the evil side. Down he comes with a death dragon and a bunch of nightmares.

Karl shouts a few obscenities and hurls the nightmares to gate-crash the party. However Lady Mags flies (gag, she's been hitting

the punch again) off after Karl. Meanwhile you've got a bunch of reviving flowers to contend with.

Arriving on three disks, plus a 12-page rule book and a 60-page adventure's journal and a CD+specific reference booklet, Death Knights of Krynn continues the improved Krynn system.

Strapping on his gleaming armour, Paul Rigby rides again into strange worlds of orcs, pixies and unfessibly silly plots.



(improved over the Forgotten Realms effort, trust us).

I do like the Krynn magic system which is controlled by three moons - each moon bringing its own magical benefits according to how each moon waxes and wanes. Mages can't really dominate the game because they must study and memorise their spells which is a good thing as it retains play balance.

Death Knights owns the



increased spell power of the mages and clerics, though the cleric can now cast up



to seventh level spells while mages can reach eighth level. Druids also make an appearance (a high level Ranger). Combat is more balanced in the Krynn system. The mages are easier to kill and the enemy parties are scaled down.

In addition Dragonwar, the maine supper that featured heavily in the TSR books, makes an appearance. Dragonwar is only troublesome from



emulate dragons but is only really worrying to low level characters.

There are many new creatures including a variety of new dragons (eg. spectral

RECORDED DELIVERY

There's just enough room in this month's column to include a letter. Hang on I'll just get into the "creeping postbox". Right there we are. Thankyou, thankyou, thankyou for writing in with your comments and help. But please, please keep them coming. There's nothing I like better than to read the flowing prose of my faithful followers. Makes ya proud, it does. Right, out of uh - *J. Dykes* wants a word.

Dear Paul,

Could you please help me [Certainly, Hane? The someone - Paul] with *Adventure* Jeff's ageing game "Gardus"? I'm completely stuck (hang on, it's fairly a raga - Paul) and it's so annoying. What's the point of cutting the snakes and firing through the coils from the cannon? [Well that's basic...Paul] Where's the cable for the generator? [The snake? Oh yes, Paul] What's the wheel for? [Oh, that's to...Paul] What's the metal bar for? [It's...Paul] Where's the golden patrol? [It's in the...Paul] How the hell do you get in the wagon? [How dare! Let me get a word in! Good grief! - Paul]

Could you please answer these questions before I throw the game out the window [Dykes it first won't you? - Paul] with - *The Hobbit, Hulk, Gandalf, and Liberté* (YO tape 2)

Mr J. Dykes, Leythorpe, London.

P.S. Why are *Adventure* games so damn hard? Are there any easier ones out there (except *Danger Mouse*)?

Well, Mr Dykes - or can I call you J? In answer to your second question, sure there are easier adventures. You have just been a little unlucky. Watch out for next month's column. It'll be looking of a couple of adventures that are right up your street.

Now onto your *Gardus* question:

1. It's just a way to escape.
2. To lighten some patrol.
3. To open the wagon and the locker inside the wagon.
4. In the generator.
5. Use the metal bar.

WINKS'N NUDGES

COLOSSAL GAVE ADVENTURE

Trouble with the bar?

Soothe it with food.*Adventure* is, of course, according to the version of the game then unlock the chain. The wanted treasure will fit through the crack. Attack the dragon with your bare hands. The black red fighters (the hit) and chases bridges when moved near water features.

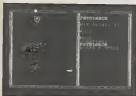
CORRUPTION

At 1.54 go to La Mancha to

meet Jerry for lunch at 2.00. If you wait outside you'll see her arrive with David - wink, wink. Go in, have your lunch, leave just before 2.30 and you'll be run over. It's okay, that's a reward to happen!

IMAGINATION

Peel the cord with the black paint then the Japanese soldier thinks you're a black belt. Play the yoyo over the bedposters (H). It picks up a key that fits the cell in the chival dungeon.



and undead dragons). Another new addition is the Paladin who can cast Clerical spells upon reaching level 9. Also, Paladins are immune to disease.

Death Knights of Krynn is recommended for the role-player who enjoys a RPG with handfuls of tactical combat. It is not really aimed at the puzzle-orientated

gamer in the same way that the later *Ultimas* are. That is not to say that *Death Knights* contains no puzzles or interaction. For there is. However the emphasis is on the combat. As such *Death Knights of Krynn* is the best "tactical combat" RPG around.

RATING: 84%

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1. **First major battle** was fought in a
 swampy area near the city of **St. Louis**
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 tactical draw, but it was a
 political victory for the
 Union.

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1. *Journal of the American Medical Association*, 1997; 277: 1039-1043.

2. *Journal of the American Medical Association*, 1997; 277: 1043-1047.

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